

Weekly report (2012.12.3~12.9)

Done

- 1) When implementing the merge job, I found it's not that simple as described in the last report. So I discussed with Prof. Zhang last Wednesday and find an important bug, in the previously implementation, I cull the invisible triangles when doing projection, but all these triangles are important when detecting based on continuity. So I take those culled triangles into consideration. But the outcome is still not good, I'm going to make some simple models to verify the correctness of the program.
- 2) Read a paper named "Far Voxels: A Multiresolution Framework for Interactive Rendering of Huge Complex 3D Models on Commodity Graphics Platforms", it's introduces "Far Voxels" as a new method to do simplification. After simplification, it can render 7 boeing 777 on a commodity PC interactively, so it makes real-time exploration possible. Some ideas such as asynchronous I/O can be used in the Meteorology Project.
- 3) Homework of computer vision.

To Do

- 1) Make some simple models to verify the correctness of my implementation.